Subject: Re: dont make maps in max, exporter is broken
Posted by Titan1x77 on Tue, 14 Aug 2007 11:43:48 GMT
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I have no problems at all with the ren-x plugin, somethings like textures is because you have to do it properly, i learned from my mistakes years ago...

this max exporter on the other hand, is functional for the most part, havent tested everything, but if your map has any angles greater then 45 degrees, then it will look like shit.

I just checked out c&c arid (1st and only max made map), and it seems halo38 kept his whole terrain as one mesh, maybe because of this reason.